



## **MEN'S SLO-PITCH SOFTBALL RULES AND REGULATIONS**

### **ARTICLE 1. LEAGUE DIRECTION**

A. The City of Brentwood Parks and Recreation Department (BPRD) reserves the right to establish regulations at any time deemed necessary for the efficient operation of the league. BPRD shall interpret all rules and regulations for the efficient operation of its program.

B. Flagrant violation of any league regulation or interpretation of such will result in individual and or team suspension, which forfeits all rights, privileges, registration and league fees, etc.

C. Alcohol or Gambling - NO PERSON SHALL: Appear upon the activity area at any time in an intoxicated condition or be allowed to consume alcoholic beverages while participating, watching, officiating/instructing, or volunteering during an activity. The presence and/or the consumption of any and all alcoholic beverages are prohibited at all City parks. See BMC Section 7.02.120. Gamble or place bets concerning the outcome of an activity with any spectator, volunteer, official/instructor/person of authority, or participant.

PENALTY: 1<sup>st</sup> OFFENSE: Ejection from the activity; automatic suspension from the following game, match or meet, and an incident report filed with the lead supervisor.

2<sup>nd</sup> OFFENSE or FLAGRANT: Expulsion from the Department's programs or use of facilities, and/or criminal charges filed D. Use of Tobacco Products - NO PERSON SHALL: During the course of an activity as a participant, spectator, volunteer, or official/instructor/person of authority; partake in smoking or chewing tobacco products.

PENALTY: 1<sup>st</sup> OFFENSE: Individual/team will receive a warning.

2<sup>nd</sup> OFFENSE: Individual/team shall be ejected from the activity; automatic suspension from the following game, match or meet, and an incident report filed with the lead supervisor.

3<sup>rd</sup> OFFENSE or FLAGRANT: Increased suspension of games, matches or meets or to a maximum penalty of expulsion from the Department's programs or use of facilities.

### **ARTICLE 2. DEFINITIONS**

A. Manager means an individual designated by each team to represent that team at all league meetings and games and in all other matters relating to the league. Each manager is charged with the responsibility for keeping his/her team players informed of all matters relating to this league.

### **ARTICLE 3. TEAM ROSTERS**

A. Team rosters may list 18 players including a playing manager.

B. Rosters must be signed by the manager and all players. All players listed must be on file with the BPRD by the **2nd** league game. If a non-resident is added to the roster the manager must come in or call the BPRD office to pay the balance. It is the Managers responsibility to MAKE SURE THAT ALL players sign the roster. If a player is not on the roster he WLL NOT play in the playoffs and allowing unsigned players to participate in a game will result in a forfeit of the game, this includes PLAYOFFS.

C. Teams losing players during the season because of injury may add players on a one for one basis. Injury replacement players must fill out a roster addition form and turn it in to the BPRD office prior to player's first game.

Roster additions will not be accepted on the playing field and must be received by the BPRD at least 24 hours in advance of the individual participating in any league game.

D. New players may be added to the roster by filling out a Roster Addition Form or signing the original roster. Roster additions will not be accepted on the playing field and must be received by the BPRD at least 24 hours in advance of the individual participating in any league game.

E. No additions will be allowed after the second game of league play, unless the player being added is replacing an injured player. A doctor's statement regarding injury must be submitted to the BPRD at least 24 hours in advance of the individual participating in any league game.

F. Players must have played in three league games to be eligible for the playoffs. (Exception) If a player is listed and signed onto a roster prior to the first game, has played in at least two league games and is then injured, they may with a medical release, be eligible to play in the playoffs.

G. Each player must show picture identification for playoffs. If a player is not on the roster he will NOT PLAY. Remember it is the manager's job to keep track of his roster.

#### **ARTICLE 4. PLAYER ELIGIBILITY**

A. All players must be at least 18 years of age to participate in all.

B. Teams will be accepted on a first come, first serve basis determined by date and time of league fee payment.

#### **ARTICLE 5. TRANSFERS AND RELEASES**

A. A player may change from one team to another, providing he has written permission from both managers. The managers must contact the BPRD and fill out a Roster Addition form.

B. Player is not eligible to play until the 3rd game following the release.

C. If a player transfers from one team to another he will not be permitted to return to the original team or change to any other team. One transfer allowed per player during the season.

D. PLAYERS MAY NOT PLAY IN MORE THAN ONE DIVISION PER SEASON or ON MORE THAN ONE TEAM EACH NIGHT OF LEAGUE PLAY.

#### **ARTICLE 6. INJURIES AND INSURANCE**

A. Injuries to players or spectators are not the liability of the BPRD. It shall be understood by all participants that the BPRD and all others associated with this league shall not assume responsibility for accidents during play or in coming to or returning home from games.

B. The BPRD urges all teams and/or individuals to provide insurance coverage for themselves and their respective teams.

#### **ARTICLE 7. EQUIPMENT**

A. **New USSSA Softball Bat Marks.** Effective January 1, 2013

- Have the new permanent<sup>1</sup> USSSA Mark on its taper OR
- Be a Wood Bat

**ALL of the above must be manufactured by an approved USSSA Bat Licensee**

<sup>1</sup> USSSA marks and other graphics of the bat must be applied permanently and must be applied by the USSSA licensed manufacturer. No stickers or decals are allowed and no one may add graphics to a bat once manufactured. Use of a bat with graphics not applied by the manufacturer will be use of an altered bat and subject to suspension under the USSSA Altered Bat rules.

B. One new official softball will be provided for each regularly scheduled game and one used back up ball.

C. Umpires will try to use the best ball available during the game and the pitcher must use the all the umpire gives him.

D. Each team must supply its own catcher's equipment and bats, with only official softball bats being allowed

## **ARTICLE 8. OFFICIALS**

- A. The BPRD shall provide at each regularly scheduled game the best available game officials.
- B. In emergency situations where no game official has arrived by game time the best available substitute umpire will be used if agreeable to both team managers prior to the start of the game.

## **ARTICLE 9. PROTESTS**

- A. Notification that a protest is to be filed must be given to the umpire at the time of the decision. The umpire upon receiving such notification shall immediately inform the official scorekeeper that a protest has been filed and shall also notify the manager of the opposing team of the action. Within 24 hours after the conclusion of the game in which the protest occurred, the written notification signed by the manager of the protesting team that states the issue must be delivered to the BPRD office.
- B. Protests of eligibility of a player must be filed with evidence of the violation with the BPRD. The team using such a player forfeits every game in which the player was ineligible and participated.

## **ARTICLE 10. OUTSIDE PARTICIPATION**

- A. Teams, which participate in leagues outside the BPRD jurisdiction, shall do so without disrupting the established BPRD league schedule. Failure to comply with this rule will result in forfeiture of said disrupted games and possible suspension from the league without reimbursement of any portion of the entry fee.

## **ARTICLE 11. FIELD RULES** - Official USSSA rules will govern league play except for the following:

- A. Official umpires are provided by the USSSA and shall have full authority over players and managers at all times. Umpires shall have the authority to order any player, manager or coach out of the game or off the field for unsportsmanlike conduct. Lack of compliance or further abuse by the ejected individual either on the playing field or off will be subject for action by the BPRD and can result in expulsion of that player from all further competition with the team on the field or as an official representing that team in league matters. A system of suspension shall be used for players or coaches who are ejected from a game or games. If a player or coach or manager is ejected from a game for unsportsmanlike conduct he will automatically be suspended according to the following:

Player ejected from 1 game---Suspension from 2 following games.  
Player ejected from 2 games--Suspension from 5 following games.

Each player, manager or coach accumulating the above number of ejections from games must sit out the remainder of the game thrown out of and the said number of consecutive following games according to the above system.

- B. No team shall leave the field during the progress of play or refuse to play when directed by the umpire to continue play under penalty of forfeiture and dismissal from the league without refund of any kind.
- C. Team members are reminded to remain behind the restraining line to insure safety and interference with play. Non-uniformed sponsor may sit in dugout and shall be governed by the league rules. **NO CHILDREN ARE ALLOWED IN THE DUGOUT.**
- D. Games will be 7 innings or time limit as stated in ARTICLE 13. There are NO extra innings. At least 4 innings must be played to constitute an official game where unforeseen events prevent continuation. You will receive 2 points for a win, 0 points for a loss, 1 point for a tie and -2 points for a forfeit.
- E. Loose bats, balls, gloves, equipment and apparel of all kinds must be kept out of the playing area during games.
- F. A team must have eight players to start a game.
- G. No smoking or chewing tobacco on the field of play or in the dugout area.
- H. Tie games will not be replayed.
- I. The scorekeeper scoreboard clock shall be considered official time.
- J. No metal spikes are allowed.

- K. A 15-run rule will be in effect after 5 innings.
- L. Courtesy Runner: **Courtesy Runner** limit of (1) per player per inning. If you bat through the batting order in the same inning you may use a courtesy runner for the same person.
- M. Safety base at first, runner goes to the orange base.
- N. Once a player is taken out of the game and given a substitute, they may not re-enter.
- O. ADDITIONAL BATTER: During league play, managers have the option of batting up to 14 players. This must be declared prior to the start of the game. Any 10 players of the 14 batters may play a fielder's position. Whenever players change positions, they do not have to report to the umpire or scorekeeper. The batting order must remain the same at all times. If one of 14 players is injured and cannot bat, no out will be called for his spot in the line-up; that player may not return in that game. If a player leaves the game or is ejected and no substitute is available, each time the departed player is to bat, an out will be declared. Additional hitters cannot be added once you have batted through the line-up, with the exception that you can add up to the tenth spot in the line-up any time during the game.

## **ARTICLE 12. SLO PITCH REGULATIONS**

- A. If a team has less than 9 players the opposing team is to furnish a catcher. The courtesy catcher's responsibility is to return the ball to the pitcher. The courtesy catcher cannot make plays at the plate.
- B. No bunting or intentional chop hits. Penalty: Batter is out, ball is dead and all runners return to previous bases.
- C. Sliding is allowed at all bases. Sliding at home is allowed as long as it is at the home plate line. Base runners cannot leave base until the ball has crossed the plate. Penalty: Runner is out and the ball is dead.
- D. Batters will start with a one and one count. Three balls, batter walks, 2 strikes batter is out. After batter has 1 strike, on the second foul ball the ball becomes dead and the batter is out.
- E. All plays at home plate shall be force plays. No TAGGING.
- F. The pitching distance shall be 50 feet but a pitcher can pitch from up to 60 feet for safety reasons as long as they stand with in the rubber. The distance between bases is 65 feet.
  - 1. There is a line perpendicular to the third base line that is 20 feet from home plate. Any runner crossing this line shall continue towards home plate. Until the runner crosses this line he may return to third base. Once the runner crosses the line he will be called out if he re-crosses the line towards third base.
  - 2. For the safety of the catcher and the runner a scoring line at home plate will be used. Players are required to score by crossing over the scoring line extending from home plate and not by touching home plate. The catcher plays home plate and the runner plays the line. If a runner makes contact with the catcher while he is in contact with home plate the runner will be ejected from the game and if the umpire feels it was deliberately he will be ejected the remainder of the season. Players MUST run to the outside of Home Plate at all times. The fielder cannot tag the runner; home plate must be touched in order for the out to count. The strike mat is only for calling strikes and not plays at the plate.
- G. Appeal Plays: To carry out an appeal play, the pitcher must be in possession of the ball on the pitching rubber to stop play. The pitcher must then announce which runner and base he is appealing. The pitcher must then step clearly and completely off the pitching rubber and throw or carry the ball to that base or runner that he announced he is appealing. The umpire then makes his judgment.
- H. Home Run Rule (per game): One for One equalizer rule throughout the entire game. Team going over the equalizer will be a dead ball out. Team hitting Home Run must retrieve the ball. C division - will have a three for three equalizer rule. A player may walk off a home run, but must touch first base. (C/D division - will follow the One for One equalizer rule throughout the entire game.)

## **ARTICLE 13. TIME REGULATIONS**

- A. Time Limit to all games: 60 minutes. No new inning to start after time limit. An inning already in progress at the end of 60 minutes shall be completed. There are no extra innings.
- B. At least 5 minutes prior to each game each manager must submit to the scorekeeper a written line-up. First and last names are required.

C. Games ending in a tie at the end of regulation time shall remain a tie.

There will be a 15 minute grace period during the first game of the night. All other proceeding games, there will be a 5 minute grace period. Grace period starts at game time with the scorekeeper starting the game clock, if there are not enough players at the end of the grace period a forfeit will be declared, if enough players show up during the grace period the game will start with the time left on the time clock, time clock will not be reset.

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